

GENERAL PLAYING CONDITIONS

All club cricket in Auckland shall be played in accordance with:

- (a) The specific playing conditions of a grade;
- (b) The general playing conditions specified in this section;
- (c) The conditions specified in Laws of Cricket (2017 Code) of the Marylebone Cricket Club,

and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will be of the highest priority and the Laws of Cricket in subparagraph (c) will be of the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the ACA in force from time to time.

1. STARTING TIME

- 1.1 **Defaults:** If a team, for any reason, is unable or unwilling to commence play more than 30 minutes after the scheduled or rescheduled time for commencement of play on either day of a two day match or on the day of a one day match, the match shall be lost by that team. If the other team is ready to commence play at the scheduled or rescheduled time it may, in lieu of accepting a default, decide to play the match, in which case the time lost shall be made up on the day or days allotted for the match. A team, whether batting or fielding, shall constitute a minimum of seven players ready and willing to take the field.

2. THE TOSS (LAW 13)

- 2.1 **Toss for innings:** The captains shall toss for the choice of innings, on the field of play and in the presence of one or both of the umpires, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the match to start. The winner of the toss shall notify his/her decision to bat or field to the opposing captain immediately following the toss. Once notified, the decision cannot be changed. Captains shall exchange team lists on the appropriate ACA form before the toss is made.
- 2.2 **Deputy:** If the captain is unavailable at the time of the toss, a deputy may act in his/her stead. An appointed deputy must be nominated to play in the game.
- 2.3 **Team Lists:** Premier Men, Reserve Men, Premier Women, 3rd Grade and 4th Grade are required to exchange team lists. No other grades are required to exchange team lists.

3. BALLS TO THE OVER (LAW 17)

- 3.1 **Number of balls:** Six balls shall be bowled in each over.

4. MODE OF DELIVERY (LAW 21)

- 4.1 **No underarm bowling:** No bowler shall deliver the ball underarm.

5. TIME ON GROUND (LAW 2)

- 5.1 **Sole arbiters:** Umpires shall be the sole arbiters of time in respect of play. Any clock on the ground may be used as a guide.

6. WIDE BALLS AND NO BALLS (LAW 21 & LAW 22)

- 6.1 **Wide balls:** The following rules shall apply in respect of wide balls:

- (a) **Two Day matches:** If a bowler delivers the ball so wide of the wicket, that, in the sole opinion of the umpire, it passes out of reach of the striker standing in

a normal guard position, the umpire shall call and signal “wide” as soon as it has passed the line of the striker’s wicket

- (b) **Limited Over matches:** Any offside or leg side delivery which, in the sole opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called as a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called a wide. Umpires shall consider the level at which the match is being played before such strict enforcement of this rule

- 6.2 **No balls:** The following rules shall apply in respect of full pitched deliveries above waist height:

Any delivery which passes or would have passed, on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker. In the event of such a delivery being bowled, the Umpire at the bowler’s end shall adopt the following procedure (which procedure shall apply throughout the whole of an innings, and not just during the course of one over):

Premier Men, Premier Women, Premier Reserve Men:

- (a) On the first occasion on which a bowler bowls such a delivery, the Umpire shall call and signal No ball, caution the bowler, issue that bowler with a first and final warning and inform the other umpire, the Captain of the fielding team and the batsman of what has occurred.
- (b) On the second occasion on which a bowler bowls such a delivery, the Umpire shall call and signal No ball and when the ball is dead direct the Captain of the fielding team to take the bowler off forthwith and to have the over completed by another bowler who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The Umpires shall not allow the bowler, thus taken off, to bowl again in the same innings.
- (c) Report the occurrence to both Captains and to the ACA which shall take any further action which is considered to be appropriate against the bowler concerned.

All other grades:

- (a) On the first occasion on which a bowler bowls such a delivery, the Umpire shall call and signal No ball, caution the bowler, issue that bowler with a first warning and inform the other umpire, the Captain of the fielding team and the batsman of what has occurred.
- (b) On the second occasion on which a bowler bowls such a delivery, the Umpire shall call and signal No ball, caution the bowler, issue that bowler with a second and final warning and inform the other umpire, the Captain of the fielding team and the batsman of what has occurred.
- (c) On the third occasion on which a bowler bowls such a delivery, the Umpire shall call and signal No ball and when the ball is dead direct the Captain of the fielding team to take the bowler off forthwith and to have the over completed by another bowler who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The Umpires shall not allow the bowler, thus taken off, to bowl again in the same innings.
- (d) Report the occurrence to both Captains and to the ACA which shall take any further action which is considered to be appropriate against the bowler concerned.

Umpire guidelines where such a delivery is not subject to the warning process are:

- Deliveries that are so wide of the striker cannot be considered as likely to inflict physical injury and will only be subject to the No ball call with no official caution or warning process.
- As a further guide, it is expected that balls around the belt height will be called and if the height is marginal (very close and you have a small amount of doubt), then the playing condition will be applied accordingly. i.e. If in doubt, call No ball.

- 6.3 **No balls:** The following rules shall apply in respect of short pitched deliveries above shoulder height:

Premier Men, Premier Women, Premier Reserve Men, Senior Grade Cricket, U23

- (a) Refer to relevant competition playing conditions for allowed number of short pitched deliveries per over.
- (b) Law 21.10, which applies to a ball bouncing over head height of a striker, shall apply except that such a ball shall be called a Wide Ball rather than a No Ball.

All other grades

- (a) Law 41.6 shall be replaced by the following;
 - (i) If a ball passes or would have passed above the shoulder height of the striker standing upright at the crease, the umpire shall call and signal "no ball".
 - (ii) The procedures of cautioning shall apply as per clause 6.2

6.4 Laws 21 and 41.7 of the Laws of Cricket shall apply to the extent that they do not conflict with clauses 6.2 and 6.3.

7. BOUNDARIES (LAW 19)

7.1 **Interference by person:** Unless arrangements are made to the contrary, where a ball, which in the sole opinion of the umpire would have reached or crossed the boundary, is stopped by a spectator or by a player from an adjacent game, then, if such interference is intentional, it shall be deemed to have reached the boundary, but if such interference is unintentional, the ball shall not be deemed to have reached the boundary. The action of a spectator or player from another match in picking up the ball shall be deemed to be an intentional action for the purposes of this clause.

7.2 **Obstructions overhanging the field of play:** Where trees, sight screens or other permanent structures grounded outside the field of play overhang the field of play, unless the team captains agree to the contrary (and communicate such arrangements to the umpires prior to the start of play), as soon as the ball strikes the overhanging obstruction, the umpire shall award a boundary six to the striker.

7.3 **Permanent obstructions within the field of play:** Where there are permanent obstructions within the field of play, unless the team captains agree to the contrary (and communicate such contrary arrangements to the umpires prior to the start of play), as soon as the ball strikes such obstruction, the umpire shall award a boundary four to the striker, regardless of whether or not the ball strikes the obstruction on the full.

8. FITNESS OF GROUND, WEATHER AND LIGHT (LAW 2)

8.1 **Fitness:** Where appointed, the umpires shall decide if the pitch, the light, the ground and the weather are fit for play before any session of play or whether play should be suspended, provided that:

- (a) The umpire(s) shall first establish whether both captains, or if necessary the batsmen at the wicket, want to continue to play in unfit conditions and, if so, play shall continue;
- (b) After agreeing to play in unfit conditions, the umpires will only suspend play if conditions subsequently deteriorate. Note: As an example, although persistent drizzle may not increase in intensity this may cause ground or pitch conditions to become dangerous or unreasonable for further play.
- (c) If conditions have deteriorated so that in the sole opinion of the umpire(s) continuing play would be unreasonable or dangerous they shall immediately suspend play. This shall overrule the allowance in clause 8.1 (a) above.
- (d) Where no official umpires are appointed, the fitness of the pitch, ground, weather and light shall be decided by mutual agreement between team captains who shall also comply with the requirements contained in Law 2.7 & 2.8 as well as Clause 4 of section: Administrative Matters, in respect of dealing with ground officials and groundsmen.

8.2 **No spiked footwear:** Spiked footwear shall not be worn on artificial pitches while batting or bowling, in case of damage. Clubs whose players use such footwear in these circumstances shall reimburse the ACA for the cost of repairs.

9. COVERING OF PITCHES (LAW 10)

- 9.1 **Mandatory covers:** Covers are mandatory for pitches used for Premier Men's, Premier Reserve Men's and Premier Women's Grade matches and must be available to cover the pitch and surrounds for a minimum of two nights and days before the commencement of a match on that pitch. The home team shall cover the pitch and remove the covers whenever and wherever necessary. If two teams are playing at a venue other than either of their home grounds the first named team in the official ACA draw shall ensure that the covers are of a standard acceptable to the ACA at that venue.
- 9.2 **Minimum size:** The minimum size of the area to be covered for Premier and Premier Reserve Men's Grade matches is 27 x 9 metres. Where covers are used for matches other than Premier Grade their use must be for the duration of the match and not just for a part thereof. The area to be covered for these lower grades shall be 27 x 3.6 metres.

10. PRACTICE ON PITCHES (LAW 26)

For all grades except Men's Premier, Premier Reserve Men and Premier Women's:

- 10.1 **No practices:** If, in respect of any ground, the condition of the pitch or ground is deemed to be such that a match shall not be commenced or played on a pitch, practices shall not be allowed on that pitch. Practice within the boundaries shall cease 10 minutes before the time of commencement of play. No person may test a pitch for bounce before the commencement of play by bowling or bouncing a ball on it.

11. ALLOCATION OF PITCHES FOR MATCHES

- 11.1 **Allocation:** The allocation of pitches and grounds shall be determined, from time to time, by the Board of Directors or its authorised official. If a local body ground is allocated to the ACA, a club shall not apply for an allocation of grounds in competition with the ACA.
- 11.2 **Pitch:** A match shall be played on the pitch allocated in the ACA draw.
- 11.3 ACA reserves the right to transfer any match from its allocated pitch at any time prior to the day of the match, if, upon inspection, that pitch is deemed unsuitable for play having regard to the level of the grade scheduled for that pitch. ACA may disregard 'home' advantage when reallocating the match to a suitable pitch.
- 11.4 ACA reserves the right to transfer any match from its allocated ground at any time prior to the day of the match, if, upon application of by-law 1.2(g) and 1.5(f), that ground is deemed unsuitable for play having regard to the level of the grade scheduled for that ground. ACA may disregard 'home' advantage when reallocating the match to a suitable ground.

12. ALTERNATIVE PITCHES

- 12.1 **Unfit pitches:** If, for any reason, a ground official or ground authority deems a pitch to be unfit for play during a match, or that undue delay would occur as a result of the pitch's condition before the commencement of play, an alternative pitch may be used with the prior consent of the Board of Directors or its authorised official. The alternative pitch may be at the same ground or any other ground under the control of the ACA. The suitability of the alternative pitch shall be determined by a majority decision of the ground official of the ground where the alternative pitch is situated, the captains of the teams to play on such alternative pitch and the official umpires, if any.

N.B This may include transferring from grass to artificial with the prior consent of the Board of Directors or its authorised official.

13. COMPETITION POINTS

- 13.1 **Limited Overs:** The competition points for all limited overs grades (including Twenty20 grades and women's grades) shall be:

Result Type	Points
Win	3
Tie	1.5
No Result/Abandoned	1.5
Loss	0

- 13.2 **Men's Premier Two Day:** The competition points for the men's Premier Grade two day championship competition(s) shall be:

Result Type	Points
Outright Win	8
First Innings Lead (added if team wins outright)	10
Outright Tie	4
First Innings Tie (added if team wins outright)	5
Draw (no result achieved on first innings)	5
First Innings or Outright loss	0
Bonus Points (in addition to all other points gained)	
Outright victory by an innings	2
Outright victory by seven or more wickets	1
Batting Bonus Points (only gained in both teams' first innings and up to the end of 80 overs)	
180 runs scored	1
230 runs scored	1
280 runs scored	1
330 runs scored	1
Bowling Bonus Points (only gained in both teams' first innings and up to the end of 80 overs)	
5 wickets taken	1
7 wickets taken	1
9 wickets taken	1

N.B. 1 Bonus points for batting and bowling are cumulative. E.g. Team A is 285/8 after 80 overs. Team A earns 3 bonus points for runs scored. Team B earns 2 bonus points for wickets taken.

N.B. 2 For the allocation of bonus points where teams are fielding less than 11 players, refer to Clause 16.2 and 16.3 of this section.

- 13.3 **Men's Premier Reserve Two Day:** The competition points for the men's Premier Reserve Grade two day championship competition(s) shall be:

Result Type	Points
Outright Win	8
First Innings Lead (added if team wins outright)	10
Outright Tie	4
First Innings Tie (added if team wins outright)	5
Draw (no result achieved on first innings)	5
First Innings or Outright loss	0
Bonus Points (in addition to all other points gained)	
Outright victory by an innings	2
Outright victory by seven or more wickets	1
Batting Bonus Points (only gained in both teams' first innings)	
180 runs scored	1
230 runs scored	1
280 runs scored	1
330 runs scored	1

Bowling Bonus Points (only gained in both teams' first innings)	
5 wickets taken	1
7 wickets taken	1
9 wickets taken	1

N.B. 1 Bonus points for batting and bowling are cumulative. E.g. Team A is 285/8 at the end of their first innings. Team A earns 3 bonus points for runs scored. Team B earns 2 bonus points for wickets taken.

N.B. 2 For the allocation of bonus points where teams are fielding less than 11 players, refer to Clause 16.2 and 16.3 of this section.

13.4 **All other Two Day grades:** The competition points for all other two day grades shall be:

Result Type	Points
Outright Win	6
First Innings Lead (added if team wins outright)	3
Outright Tie	3
First Innings Tie (added if team wins/ties outright)	1.5
Draw (no result achieved on first innings)	1.5
First Innings or Outright loss	0
Default win (Refer section: Administrative Matters, Clause 7)	Refer to clause 13.6b
Abandoned Match*	Equivalent to the average number of points gained by teams that completed matches in the same round, or 1.5 points, whichever is greater
Bonus Points (in addition to all other points gained)	
Outright victory by an innings in a two day match	1
Outright victory by seven or more wickets in a two day match	0.5
Bonus Points per run over the entire match	0.01
Bonus Points per wicket over the entire match	0.25

N.B. For the allocation of bonus points where teams are fielding less than 11 players, refer to Clause 16.2 and 16.3 of this section.

* For all two day grades (excluding Premier and Premier Reserve), an abandoned match shall be declared if;

- as per specific grade playing conditions, day one has been declared cancelled and the fixture reverted to a limited overs match on the second day, AND
- the minimum number of overs required to constitute a limited overs game (as per specific playing conditions) are not achieved on this second day

13.5 **Defaults and Byes:** The competition points awarded where grades are affected by defaults or byes shall be determined using the following criteria;

- Default in a limited overs game:** The team defaulted against shall receive points equivalent to the team scoring the most points in the same round (including bonus points earned if applicable). For clarity, if every other game in the same round is declared a 'no result', the team defaulted against shall receive points equal to a 'no result'. The team defaulting shall not receive points.
- Default in a two day game:** The team defaulted against shall receive points equivalent to the team scoring the most points in the same round (including bonus points). The team defaulting shall not receive points.

If all teams in a competition have an equal number of byes, no points shall be awarded for the bye. When there is an unequal number of byes in a grade, points shall be awarded as follows;

- Bye in a limited overs grade:** The team with the bye shall receive points equivalent to the team scoring the most points in the same round (including

bonus points if applicable). For clarity, if every other game in the same round is declared a 'no result', points shall be awarded equal to a 'no result'.

- (b) **Bye in a two day grade:** The team with the bye shall receive points equivalent to the team scoring the most points in the same round (including bonus points).

N.B. A bye caused by a team withdrawing from a competition shall be treated the same as a bye caused by uneven team numbers.

13.6 **Champion:**

- (a) Subject to any specific provisions above to the contrary, and to clause 13.7, the team which gains the highest aggregate of points at the end of each round shall be the champion of the competition for its grade unless a final must be played.
- (b) **Men's Premier Reserve and Grade Cricket (3rd to 8th):** The overall champion of the Premier Reserve Grade Major/Minor and Grade Cricket (3rd to 8th) competitions shall be the team which gains the highest aggregate of Weighted Points as a result of its finishing positions in both the relevant two day competition and the relevant limited over competition, such Weighted Points to be calculated in accordance with clause 13.9.

13.7 **Equal points:** In the Premier Men, Premier Women, Premier Reserve Men, Premier Reserve Women and Grade Cricket (3rd to 8th) Limited Over and Twenty20 Competitions the following method(s) will determine the superior side:

- I. The team with the most number of wins
- II. If still equal, the team with the highest Net Run Rate (NRR), in accordance with the formula set in clause 14.
- III. If still equal, the team with the most number of wins over the other team(s) with which it is tied.
- IV. If still equal, then by the higher runs scored per wicket lost. A team's runs scored per wicket is calculated by dividing the team's total runs scored by the total wickets lost during the competition.

Should two or more teams in the Premier Men or Premier Reserve Men two day competitions be equal on points, the following method(s) will determine the superior side:

- I. The team with the most match points
- II. If still equal, the team with the most first innings wins
- III. If still equal, the team with the most outright wins
- IV. If still equal, the team with the most bonus points
- V. If still equal, the team with the most wins over the team(s) with which it is tied.

Should two or more teams in a two day grade (with the exception of Premier Men and Premier Reserve Men) be equal on points, the following method(s) will determine the superior side:

- I. The team with the most match points
- II. If still equal, the team with the most outright innings wins
- III. If still equal, the team with the most first innings wins
- IV. If still equal, the team with the most bonus points
- V. If still equal, the team with the most wins over the team(s) with which it is tied.

Should two or more teams in a one day grade (with the exception of the Premier Men, Premier Women, Premier Reserve Men, Premier Reserve Women and Grade Cricket 3rd to 8th) be on equal points at the end of any Pre or Post-Christmas Rounds, the following method(s) will determine the superior side:

- I. The team with the most number of wins in the respective Pre or Post-Christmas Rounds.
- II. If still equal, the team with the most number of wins in the respective Pre or Post-Christmas Rounds over the team(s) with which it is tied.
- III. If still equal, the team with the highest NRR, in accordance with the formula set in clause 14.

Should two or more teams in a Twenty20 grade (with the exception of the Premier Men, Premier Women and Premier Reserve Men and Premier Reserve Women Grade) be on equal points at the end of any competition stage, the following method(s) will determine the superior side:

- I. The team with the most number of wins in the respective Pre or Post Championship Round.
- II. If still equal, the team with the most number of wins in the respective Pre or Post Christmas Round over the team(s) with which it is tied.
- III. If still equal, the team with the highest Net Run Rate (NRR), in accordance with the formula set in clause 14.

13.8 Promotion/relegation:

- (a) **Men's Premier Grade Two Day Championship Competition:** The team which gains the highest aggregate of points in the Premier Grade Minor Two Day Championship Competition shall gain promotion to the Premier Grade Major Two Day Championship Competition. The team which gains the lowest aggregate of points across the eight matches of the Premier Grade Major Two Day Championship Competition shall be relegated to the Premier Grade Minor Two Day Championship Competition.

N.B. If the team with the highest aggregate of points in the Premier Grade Minor Two Day Championship is not eligible to play in the Premier Grade Major Two Day Championship then there shall be no promotion or relegation between the competitions.

- (b) **Men's Premier Reserve Grade:** The team which gains the highest aggregate of Weighted Points in the Premier Reserve Grade Minor Championship competitions as calculated in accordance with clause 13.9 shall gain promotion to the Premier Reserve Grade Major Championship competitions. The team which gains the lowest aggregate of Weighted Points in the Premier Reserve Grade Major Championship competitions as calculated in accordance with Clause 13.9 shall be relegated to the Premier Reserve Grade Minor Championship competitions. The team which gains the lowest aggregate of Weighted Points in the Premier Reserve Grade Minor Championship competitions as calculated in accordance with clause 13.9 shall be relegated to the 3rd Grade. Except where the ACA Bylaws or a ruling from the Board of Directors would restrict such promotion or relegation. (Refer bylaw 5 – Competitions).
- (c) **Other Grade Cricket:** One team (the team having the highest aggregate of weighted points as calculated in accordance with clause 13.9) shall be automatically promoted and one team (the team having the lowest aggregate of weighted overall points as calculated in accordance with clause 13.9) shall be automatically relegated from each grade from 3rd Grade down to 8th Grade at the end of the season except where the ACA Bylaws or a ruling from the Board of Directors would restrict such promotion or relegation. (Refer bylaw 5 – Competitions) provided however that there shall be no automatic relegation from the 8th Grade.
- (d) **Adult One Day Cricket:** At the conclusion of the season, one team (the team finishing in 1st place in the Championship Rounds) shall be automatically promoted for the following season's Minor Championship Round and one team (the team finishing in last place in the Championship Round) shall be automatically relegated for the following season's Minor Championship Round, except where the ACA Bylaws or a ruling from the Board of Directors would restrict such promotion or relegation. (Refer bylaw 5 – Competitions) provided however that there shall be no automatic relegation from the lowest One Day Grade.

13.9 Premier Reserve and Grade Cricket (3rd to 8th) Weighted Points:

- (a) The finishing position of each team in each of the Premier Reserve Grade Major Championship Competitions (both two day and limited over) shall be determined by the aggregate of points which that team gains in that competition.
- (b) The finishing position of each team in each of the Premier Reserve Grade Minor Championship Competitions (both two day and limited over) shall be determined by the aggregate of points which that team gains in that competition.
- (c) The finishing position of each team in each of the Grades (3rd, 4th, 5th, 6th, 7th and 8th) – both two day and limited over shall be determined by the aggregate of points which that team gains in that competition.
- (d) Weighted Points will then be allocated to each team in each competition by reference to that team's finishing position in each competition as follows:

Premier Reserve Grade Major/Minor and Grade Cricket (3rd to 8th) Two Day Championship Competitions:

1st = 16 points, 2nd = 14 points, 3rd = 12 points, 4th = 10 points, 5th = 8 points, 6th = 6 points, 7th points = 4 points, 8th = 2 points.

Premier Reserve Grade Major/Minor and Grade Cricket (3rd to 8th) Limited Over Championship Competitions:

1st = 8 points, 2nd = 7 points, 3rd = 6 points, 4th = 5 points, 5th = 4 points, 6th = 3 points, 7th = 2 points, 8th = 1 point.

- i) The aggregate of Weighted Points which each team receives shall be calculated by adding the Weighted Points which that team received by reference to its finishing position in each of the relevant two day and limited over competitions
- ii) In the event that two or more teams in either the Premier Reserve Grade Major/Minor or Grade Cricket (3rd to 8th) Competitions have the same aggregate of Weighted Points, the team which obtained the higher number of Weighted Points in the relevant two day Championship Competition will be placed higher.

14. NET RUN RATE

14.1 If a net run rate is required to assess a team's placing in a competition, or for any other reason, the net run rate shall be calculated as follows:

- (a) the aggregate number of runs scored shall be divided by the aggregate number of overs received;
- (b) the aggregate number of runs conceded shall be divided by the aggregate number of overs bowled;
- (c) the sum calculated pursuant to sub-clause (b) shall be deducted from the sum calculated pursuant to sub-clause (a) and the sum remaining shall be the net run rate.

In any match where a target score is applied (due to a reduction in the available number of overs) the run rate of the side that batted first shall be calculated by dividing the sum of one run less than the target score by the total number of overs available to the side batting second.

E.g. Side A scores 250 from 50 overs at an average run rate of 5 runs per over. After a rain interruption, Side B must achieve a target score of 224 from 42 overs at an average run rate of 5.33 to win the match. The run rate for Side A will be adjusted from 5.00 to 5.31 per over (being the sum of 223 divided by 42 overs). This recalculation ensures that if Side A win the game then they will have a better net run rate from the match than the side that they beat. Should

they lose the match, the net run rate gained will indicate the difference between the two teams based on the adjusted target achieved by Side B.

For the purposes of the calculation in (a), (b) and (c) above:

- (a) an over which has been commenced but, for any reason, not completed shall be counted as follows

xx.1 overs = xx.167 overs
 xx.2 overs = xx.333 overs
 xx.3 overs = xx.500 overs
 xx.4 overs = xx.667 overs
 xx.5 overs = xx.833 overs

and

- (b) if a team is dismissed before the total available overs have been bowled in the relevant innings, the total available overs in that innings shall be deemed to be the number of overs received in order to calculate the net run rate for that innings.

15. BALLS (LAW 4)

15.1 **Use of balls:** Law 4 of the Laws of Cricket and the instructions to umpires issued by the MCC shall apply to the use of balls in any match except:

- (a) In all matches a new ball shall be used in each innings.
- (b) A new ball may be requested by the fielding team in Men's Premier, Premier Reserve, 3rd and 4th Grade during the course of either innings after the completion of 80 overs with one ball in that innings.
- (c) A four-piece ball shall be used in all men's Premier, Premier Reserve, 3rd Grade, 4th Grade and Women's Premier grade matches, but in all other matches a two-piece ball shall be used.
- (d) The Board of Control shall approve the quality and type of ball for all competitions and notify every club of its decision before the commencement of the season.
- (e) Only one brand and type of ball may be used by each team in each match. For the purposes of clarity if a team starts a match with a Kookaburra Red King they are not permitted to change the ball for a Kookaburra Crown. They must complete the match with a Kookaburra Red King.

15.2 **Approved balls:** The schedule of approved balls is as follows:

Grade	Approved Balls for 2018/19	Excess Stock Allowances (Old Stock Only)
Men's Cricket		
Men's Premier – Two Day	Kookaburra Turf 156gm - RED	
Men's Premier – One Day	Kookaburra Turf 156gm - WHITE	
Men's Premier - T20	Kookaburra Club Match 156gm - WHITE	
Men's Premier Reserve – Two Day	Kookaburra Regulation 156gm - RED	
Men's Premier Reserve – One Day	Kookaburra Regulation 156gm - WHITE	
Senior 3 rd & 4 th Grade	Kookaburra Club Match 156gm - RED	
Senior 5 th , 6 th , 7 th and 8 th	Kookaburra Tuf-Pitch 156gm - RED	Kookaburra Red King 156g
One Day Grades (inc Presidents)	Kookaburra Red King 156gm - RED	Dukes Avenger 156g
	Kookaburra Crown 156gm - RED	

Men's Saturday or Sunday T20	Kookaburra Water Resistant Crown 156gm - PINK	Dukes Orange 156g
		Dukes Turfmaster 156g
Men's ABH League LO 35	Kookaburra Water Resistant Crown 156gm - PINK	
Sunday LO 35	Kookaburra Water Resistant Crown 156gm - PINK	
U/23	Kookaburra Water Resistant Crown 156gm - PINK	
Sunday Backyard 9.90 Cricket	Kookaburra Hard Tennis Ball	
Women's Cricket		
Women Premier T20	Kookaburra Senator 142gm -WHITE	Kookaburra Club Match 142g – WHITE
Women Premier - LO	Kookaburra Regulation 142gm – WHITE	
Women Premier Reserve	Kookaburra Water Resistant Crown 142gm – PINK	
Women Open Saturday Morning T20	Kookaburra Water Resistant Crown 142gm – PINK	
Women Open Tennis Ball Carnivals	KookaBall Soft Cricket Ball	
Sunday Backyard 9.90 Cricket	Kookaburra Hard Tennis Ball	
Cricket Express Junior and Youth Leagues		
Boys and Girls Pink Ball Grades	Kookaburra Water Resistant Crown 142gm - PINK	
Boys and Girls White Ball Grades	Kookaburra Commander 142gm - WHITE	Any surplus 142g hardball
Boys and Girls Soft Ball Grades	Kookaburra Junior Star 142gm	Any surplus 142g incrediball
Boys and Girls Tennis Ball Carnivals	KookaBall Soft Cricket Ball	
U16 and U19	Kookaburra Water Resistant Crown 156gm - PINK	
U14	Kookaburra Water Resistant Crown 142gm - PINK	
Club of Origin Tournaments		
Boys U14	Kookaburra Water Resistant Crown 142gm - PINK	
Boys U15, U17	Kookaburra Water Resistant Crown 156gm - PINK	
District Tournaments		
Intermediate Boys	Kookaburra Club Match 142gm - RED	
Age Group Girls	Kookaburra Water Resistant Crown 142gm – PINK	
Boys U14, U15, U16 T20, U19 T20	Kookaburra Water Resistant Crown 156gm - PINK	
Boys U16, U17 and U18	Kookaburra Regulation Red 156gm - RED	

N.B Allowances are for old stock and solely for the 2018/19 season only.

15.3 **Changing a ball:** A ball may only be changed during an innings in the following circumstances:

- (a) on the direction of umpires appointed by the ACA to control the match; or
- (b) following agreement by the captains; or
- (c) where the ball has clearly lost its spherical shape; or
- (d) where the string is coming out of the seam.

16. TEAMS FIELDING LESS THAN ELEVEN PLAYERS

- 16.1 **Side deemed all out:** Where a team in a two day grade has less than eleven players that team will be, and is deemed to be, dismissed by the fielding side when only one of its players remains who has not been dismissed. For the avoidance of doubt, such a team may only declare its innings closed in the following circumstances:
- (a) where that team has seven players, before the fall of its sixth wicket;
 - (b) where that team has eight players, before the fall of its seventh wicket;
 - (c) where that team has nine players before the fall of its eighth wicket; and
 - (d) where that team has ten players before the fall of its ninth wicket.
- 16.2 Clause 16.1 shall be applied at any point of the match. If a team has a player who is unable to bat due to injury, illness or domestic selection (occurring after the start of play), they shall still be included as a player for the purpose of clause 16.1 above. E.g. if a team with 11 players has an injured player and only 10 able batsmen, that team may declare their innings closed at the loss of their 9th wicket and not be deemed all out.
- 16.3 If a batting side has begun a match with less than the full complement of players, the bowling side shall be due bonus points (in grades where bonus points are available) for wickets that they do not have the opportunity to take. E.g. Team A begins a match with 9 players. Upon taking the 8th wicket (all available wickets) of team A, team B are due full bowling bonus points (bowling points for 10 wickets rather than the 8 actually taken).

However, if a team start a game with the full complement of players, but subsequently have a player unable to bat due to injury, illness or domestic selection (occurring after the start of play), bowling bonus points shall not be applicable for such wickets that are unable to be taken.

E.g. Team A begins a match with 11 players but have one player unable to bat due to an injury sustained during the game. Upon losing their 9th wicket, team A's innings is closed. Team B shall receive bowling bonus points for only 9 wickets.

The purpose of this rule is to ensure bowling teams are not disadvantaged by the opposition being unable to field a full side.

17. GRADES WHERE TWELVE PLAYERS CAN BE USED

- 17.1 Any team in a 5th, 6th, 7th or 8th grade, One Day Grades, President's, Saturday or Sunday Twenty20, U23 may select twelve players to play in any match.
- 17.2 In any situation where twelve players are being used by any team, the captain of a team which has an additional player must advise the opposition captain of the name of the player in his side who will bat but not bowl and the name of the player who will bowl but not bat. Neither of these players shall be allowed to be the wicket-keeper. This advice must be provided prior to the commencement of the match. In the case of a two day fixture, the advice must be provided before the start of play on the first day.
- 17.3 A team with twelve players must only have eleven players on the field at any one time.
- 17.4 There will be no "stand down" time on a player who comes into the game and wishes to bowl after being on the side-line.

This playing condition has been included for the purposes of allowing clubs to avoid entering teams which they may be unable to fill every week, but still provide cricket for most or all of their registered players.

18. WOMEN PLAYING IN “MEN’S” COMPETITIONS

- 18.1 Women are permitted to play in Men’s competitions where there is no cricket available for them to play in their usual grade, or at any time with permission from ACA.

19. PREMIER WOMEN PLAYER ELIGIBILITY CRITERIA

- 19.1 Each team entered in to the Premier Women’s Grade may include a maximum total of three other MA and Professional Overseas Players, however, only one Professional Overseas Player. For the avoidance of doubt, this means teams can have a maximum of two other MA and one Professional Overseas Player **or** three other MA players and no Professional Overseas Player
- 19.2 The following criteria will apply:
- (a) Clubs who are fielding other MA (Major Association) players or Professional Overseas Players must inform ACA no later than seven days prior to the season starting and nominate these players.
 - (b) The nominated players are the only other MA or Professional Overseas Players eligible to compete in the Premier Women’s Grade. The nominated players cannot be replaced or swapped throughout the season, without dispensation from ACA.
 - (c) If more than three other MA players and/or one Professional Overseas Player plays for a team entered in to the Premier Women’s Grade, without dispensation from Auckland Cricket, the team will be deemed to be fielding an ineligible player.

20. PENALTY RUNS (LAW 28)

- 20.1 Penalty runs shall apply in Premier Men’s and Women’s Grade competitions.
- 20.2 Penalty runs shall only be awarded in all other grades under the following rules:
- 28.2 – Fielding the ball and;
 - 28.3 – Protective helmets belonging to the fielding side

21. UNDERAGE PLAYERS IN SENIOR COMPETITIONS

- 21.1 It is the responsibility of the club to ensure that any players under 16 years of age wishing to play in a Senior or Adult grade has the requisite skill and ability to safely participate in such grade.

22. PLAYERS’ CONDUCT (LAW 42)

- 22.1 For games with an official umpire appointed to the match, the umpire shall be responsible for monitoring player conduct and shall apply the code of conduct as necessary.
- 22.2 An amended version of Law 42 as below (Clause 42.1 through 42.6 inclusive) shall apply to all grades that do not have an official umpire present.
- 42.1 Unacceptable conduct
- 42.1.1 The umpires shall act upon any unacceptable conduct. Four Levels of offence and the corresponding actions by the umpires are identified as Level 1, Level 2, Level 3 and Level 4 offences in 42.2 to 42.6.
- 42.1.2 If either umpire considers that the conduct of a player, at any time during the match, is unacceptable, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.
- 42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether misconduct has occurred. If so, they shall determine into which of the Levels the conduct falls, as set out in 42.3 to 42.6 below, and then apply the related sanctions.

- 42.1.4 For each Level 1 to 4, if the offence is by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this Law, the batsmen at the wicket may not deputise for their captain.
- 42.2 If any Level 1, Level 2, Level 3 or Level 4 offence is committed, 42.2.1 to 42.2.5 shall be implemented as appropriate, according to whether or not it is the first offence at any Level.
- 42.2.1 The umpire shall call Time.
- 42.2.2 Together the umpires shall summon and inform the offending player's captain that an offence has occurred.
- 42.2.3 If a Level 1 offence is the first offence, at any Level, by that team, the umpire shall issue a first and final warning which shall apply to all members of the team for the remainder of the match.
- 42.2.4 If a Level 2, Level 3, Level 4 or second Level 1 offence is committed, the umpire shall inform both captains that they are required to submit a Code of Conduct form to ACA at the conclusion of the game.
- 42.2.5 As soon as practicable the umpire shall call Play
- 42.3 **Level 1:** Any of the following actions by a player shall constitute a Level 1 offence:
- wilfully mistreating any part of the cricket ground, equipment or implements used in the match
 - showing dissent at an umpire's decision by word or action
 - using language that, in the circumstances, is obscene, offensive or insulting
 - making an obscene gesture
 - appealing excessively
 - advancing towards an umpire in an aggressive manner when appealing
 - any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.
- 42.4 **Level 2:** Any of the following actions by a player shall constitute a Level 2 offence:
- showing serious dissent at an umpire's decision by word or action
 - making inappropriate and deliberate physical contact with another player
 - throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner
 - using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature
 - or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.
- 42.5 **Level 3:** Either of the following actions by a player shall constitute a Level 3 offence:
- intimidating an umpire by language or gesture
 - threatening to assault a player or any other person except an umpire. See 42.6
- 42.6 **Level 4:** Any of the following actions by a player shall constitute a Level 4 offence:
- threatening to assault an umpire
 - making inappropriate and deliberate physical contact with an umpire
 - physically assaulting a player or any other person
 - committing any other act of violence.